



POWER STONE 2

20 PTS.



# TAKE IT TO THE EDGE CAPCOM EDGE

JOIN THE RANKS OF THE WORLD'S GAMING ELITE AND EARN CAPCOM EDGE POINTS EVERY TIME YOU BUY THE CAPCOM GAMES YOU LOVE. COLLECT MORE POINTS AND GET ALL KINDS OF COOL STUFF LIKE T-SHIRTS, WATCHES, SUNGLASSES PORTABLE STEREOS AND OTHER CAPCOM EDGE GEAR DON'T FIGHT IT! JOIN TODAY!

MEMBERSHIP DETAILS INSIDE.

CAPCOM ENTERTAINMENT, INC. 475 Oakmead Parkway, Sunnyvale, CA 94085

CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. POWER STONE 2 and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. ALL RIGHTS RESERVED.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, LTD. All Rights Reserved. Made and printed in the USA.

WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems.

Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538. (Patents pending in U.S. and other countries);

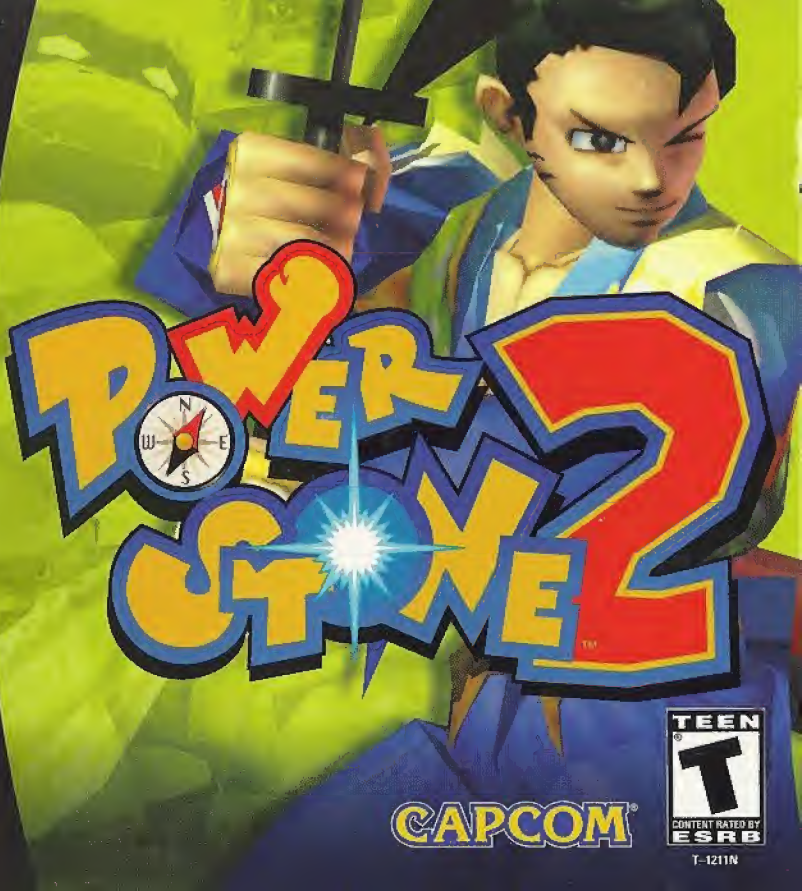
Canada Patent No. 1,183,276. The ratings icon is a registered trademark of the Interactive Digital Software Association.

Sega of America Dreamcast, Inc. P.O. Box 7638, San Francisco, CA 94120.

**CAPCOM**

**SEGA**

Dreamcast™



**CAPCOM**



T-1211N

## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using the Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using the Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing the disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean the disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean the disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# CAPCOM

## A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting POWER STONE 2 for your Sega Dreamcast. We at CAPCOM ENTERTAINMENT are proud to bring you this new addition to your video game library.

CAPCOM ENTERTAINMENT, INC.

475 Oakmead Parkway, Sunnyvale, CA 94086

© CAPCOM CO., LTD. 2000 ALL RIGHTS RESERVED.

© CAPCOM U.S.A., INC. 2000 ALL RIGHTS RESERVED.

CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. POWER STONE and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.

### CAPCOM EDGE HINT LINE

Hints are available:

**1-900-976-EDGE** (1-900-976-3343)

\$.99 per minute for 24-hr. pre-recorded information.

\$1.35 per minute for live Game Counselor assistance.

From Canada: 1-900-677-2272 (\$1.35 per minute).

Must be 18 years or older, or have parental permission. Game Counselors available Monday - Friday 8:30 a.m. - 5:00 p.m. Pacific Time. This hint line supports games produced by CAPCOM ENTERTAINMENT, INC. only. No hints will be given on our Consumer Service line. You must have a touch-tone phone to use this service.

### CAPCOM ON-LINE

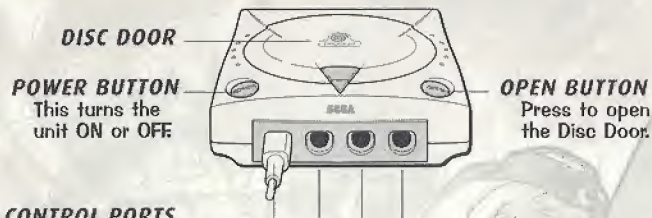
<http://www.capcom.com>

Visit our website to see all the great new CAPCOM products or to check out featured games on-line! You can also e-mail us at [megamail@capcom.com](mailto:megamail@capcom.com) for technical help or to find out what's new at CAPCOM!

# CONTENTS

Sega Dreamcast™	2
Feel the Energy of ... The Power Stone	3
Starting a Game	3
Controls	4
Game Modes	6
Game Options	7
Save/Load	7
Game Screen	8
Game System	9
Use the Action Button!	10
Items	10
Tips	11
Co-op Play	11
Item Shop	12
Red Whirlwind/Falcon	15
Scorching Beauty/Rouge	16
Agile Dragon/WangTang	17
Master Swordsman/Ryoma	18
Cherry Blossom Dancer/Ayame	19
Heavy Tank/Gunrock	20
Mad Clown/Jack	21
Proud Eagle/Galuda	22
Invention Boy/Pete	23
Secret Grace/Julia	24
Evil Chef/Gourmand	25
Vagabond Gunman/Accel	26
Walking Fortress/Pharaoh Walker	27
Corrupt Emperor/Dr. Erode	27
Capcom Edge	28

# SEGA DREAMCAST™



## CONTROL PORTS

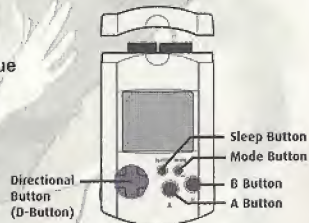
Use these ports to connect the Sega Dreamcast™ controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. For **POWER STONE 2**, use each port to connect controllers for players 1-4 respectively. (Buy additional controllers, sold separately, to play with two or more people.)

**POWER STONE 2** is a 1-to-4 player game. Before turning the Sega Dreamcast power ON, connect the Sega Dreamcast controller(s) or other peripheral equipment into the control ports.

## VISUAL MEMORY UNIT (VMU)

To save game settings and results and to continue play on previously saved games, insert a Visual Memory Unit (VMU) into slot 1 of the controller **BEFORE** turning on the Sega Dreamcast.

**Note:** While saving a game file, never turn OFF the Sega Dreamcast power; remove the VMU or disconnect the controller.



# FEEL THE ENERGY OF ... THE POWER STONE!

It is the 19th century ... a romantic era ... Superstitions and legends are alive and powerful. With dreams of vast fortunes, adventurers seek the legendary Power Stones, magical stones that make any wish come true...

A mysterious floating castle emerges in the darkly clouded sky. Its huge shadow covers the world with a ground-quaking roar. The Power Stone fighters are captured and held prisoner within its walls – by a mysterious force.

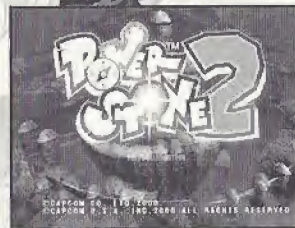
A new adventure is beginning!



## STARTING A GAME

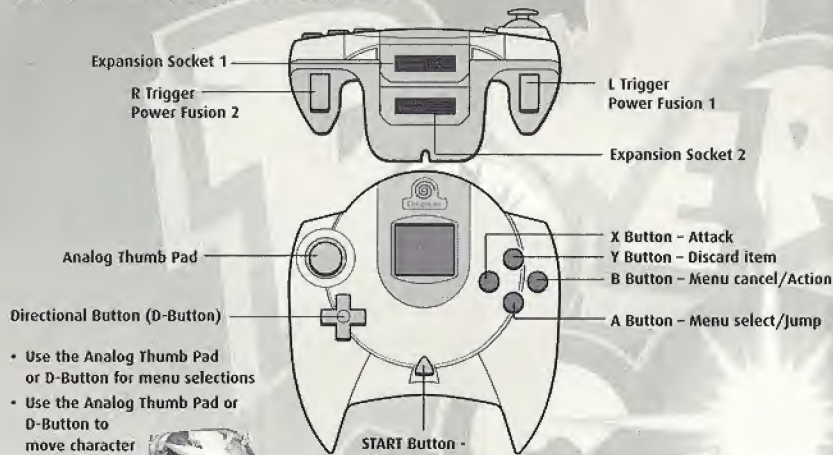
Press **START** at the Title Screen. To make your selections on the following screens, use the Directional Button or Joystick to choose and press **START** or the **A** Button to confirm.

1. Select a game mode. (Game mode descriptions start on page 6.)
2. Select a character. (Character descriptions and individual moves start on page 15.)
3. Choose a stage where the action will take place.
4. In multi-player games, choose **COOPERATION** or **COMPETITION** play.

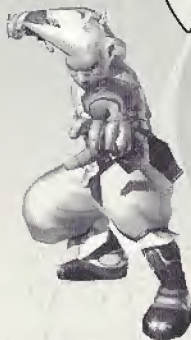


# CONTROLS

## SEGA DREAMCAST CONTROLLER

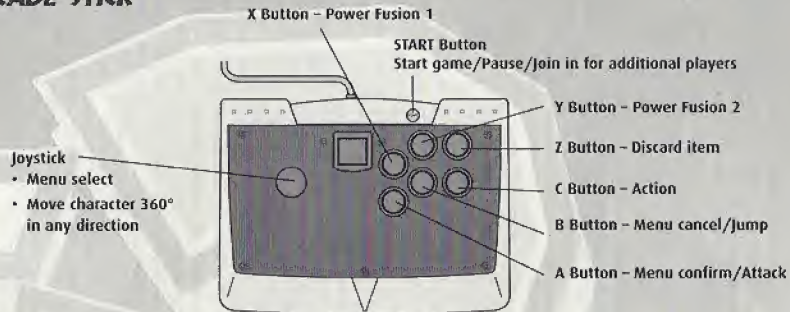


- Use the Analog Thumb Pad or D-Button for menu selections
- Use the Analog Thumb Pad or D-Button to move character 360° in any direction



Never touch the Analog Thumb Pad or L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

## ARCADE STICK



## JUMP PACK

POWER STONE 2 supports the Jump Pack vibration peripheral. When inserted into the Expansion Socket of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that can considerably enhance the game play experience. (The Jump Pack cannot be used with the Arcade Stick.)



Note: When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation. The Jump Pack cannot be used with the Arcade Stick.

- **POWER STONE 2** is a 1-to-4 player game. Connect controllers or other peripheral equipment before turning on the Sega Dreamcast.
- For all controllers, to return to the Title screen during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software.
- For both the controller and Arcade Stick, you can change the default button assignments in Option mode. See page 7.

## GAME MODES

Press **START** at the Title screen and the game mode menu will appear. Choose a mode with the Analog Thumb Pad or D-Button, and press **START** or the A Button to confirm.

### 1-ON-1 (1-2 PLAYERS)

Battle a friend head-to-head in this two-player versus challenge.

### ARCADE (1-4 PLAYERS)

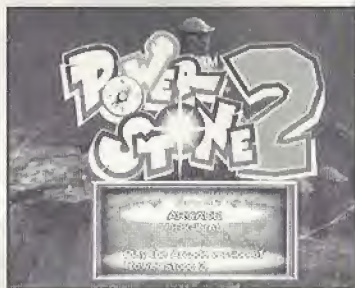
Fight against CPU opponents. If you defeat the final boss, you will see an ending movie. You can continue after losing. Other players can join in by pressing **START** on their controllers.

### ORIGINAL (1-4 PLAYERS)

Competition mode for 1-4 players. Choose from various rules including 1-on-1 and 1-on-3 matches.

### HOW TO START ORIGINAL MODE

1. Choose 1P - 4P's windows with the L and R Triggers.
2. Decide who controls which character and team colors with the Analog Thumb Pad or D-Button and the A Button.
3. Press **START** to go to the Stage Select screen.



4. Select a stage with the Analog Thumb Pad or D-Button and the A Button.

### ADVENTURE (1 PLAYER)

Choose a character and defeat enemies.

Collect gold and items to mix at the Item Shop. You get the items you picked up when you complete the stage.

Each time you complete a stage, a list of all items you have acquired is displayed.

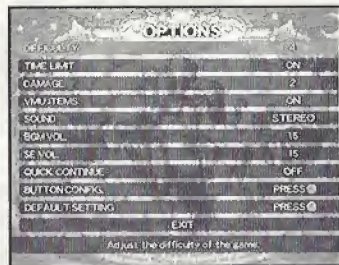
Look for a "Secret Point" in a stage. If you attack it, a treasure will appear!

Reward! You will be awarded something special depending on how fast you complete all the stages!

## GAME OPTIONS

Select **GAME OPTIONS** at the Title screen and the Option menu will appear. Choose an option with the Analog Thumb Pad or D-Button  $\uparrow/\downarrow$ , and change the setting with  $\leftarrow/\rightarrow$ . Press the A Button to reveal a submenu (when there is one).

- **DIFFICULTY** - Set the difficulty level.
- **TIME LIMIT** - Turn round time limit ON/OFF
- **DAMAGE** - Set the amount of damage caused by characters' attacks.
- **VMU ITEMS** - Decide whether or not to use Decoration Items and Handy Items saved to a VMU.
- **SOUND** - Choose **STEREO** (dual speakers) or **MONAURAL** (single speaker).
- **BGM/SE VOL** - Adjust the volume of background music and sound effects.
- **QUICK CONTINUE** - When ON, you can continue with the same character quickly.
- **BUTTON CONFIG** - Customize the button assignments. You can also turn the Jump Pack vibration ON/OFF
- **DEFAULT SETTING** — Reset all option items to default status.



### EXTRA OPTION

As you play the game and meet certain conditions, more items will be added as Extra Options

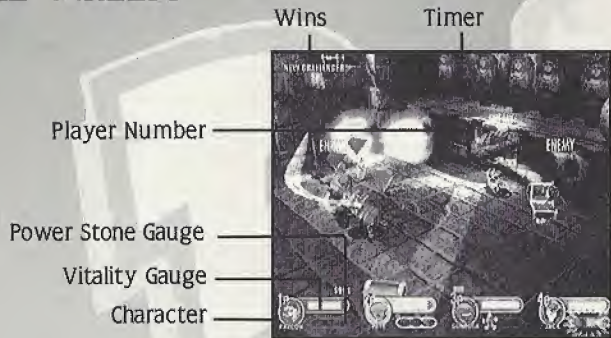
Extra Item - When ON, the items you received in Adventure Mode or created by mixing can be used in other modes.

### SAVE/LOAD

Select **SAVE/LOAD** at the Title screen to save/load game data and download a Mini Book into a VMU.

- In order to save play data, an optional VMU is required (see page 2).
- This game requires 5 blocks to save play data. A Mini Book requires 128 blocks to save.
- Do not turn off your Sega Dreamcast or disconnect the VMU or other peripherals while saving.

## GAME SCREEN



- WINS** Number of stages player has won (survived).
- TIMER** Round time remaining. When it reaches zero, the round is judged.
- PLAYER NUMBER** Player controlling that character.
- ITEM GAUGE** How long/how many times an item can be used. (Not visible in screenshot above.)
- POWER STONE GAUGE** Number of Power Stones character has. At transformation it turns into a Power Gauge showing how long the transformation effect lasts.
- VITALITY GAUGE** Character's health. Color bar shortens as character takes attacks. When gauge empties, character is knocked out (K.O'd).
- CHARACTER** Character's name and portrait.



## GAME SYSTEM

### POWER STONES

Collect Power Stones during battle. As you get more stones, your character's attacking ability grows more powerful. Collect three Power Stones and your character will transform into a raging super being capable of executing deadly Power Drive and Power Fusion Moves. The power change continues until the Power Gauge runs out.

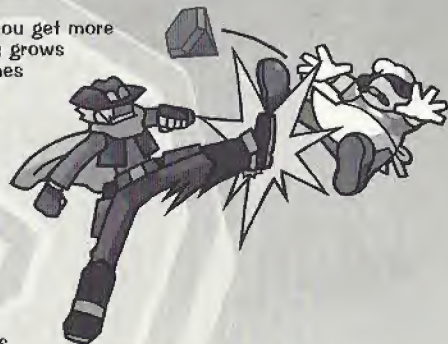
### POWER DRIVE

Press the Attack Button during a power change.

### POWER FUSION

During a power change you can perform a devastating Power Fusion attack. Press the L Trigger or X Button (or Attack + Jump) for Power Fusion 1, and press the R Trigger or Y Button (or Action + Jump) for Power Fusion 2.

Note: When you use a Power Drive or Power Fusion attack, your character's Power Gauge decreases.



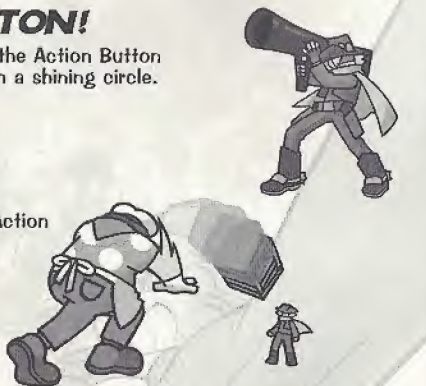
## ARCADE MODE RULES

- **WINNING** - Each round has a time limit. You win if two other players' vitality drops to zero within the time limit.
- **SUDDEN DEATH** - A "sudden death time" will start if the regular time limit ends with no winner. When this happens, all players' vitality drops to almost zero. When two players are defeated, the standing player wins.
- **DRAW** - If two players are not defeated in the sudden death time limit, the round is judged to be a draw.

## USE THE ACTION BUTTON!

You can do special functions by pressing the Action Button when your character is near an object with a shining circle.

- Climb up on a roof or ceiling.
- Get on a vehicle.
- Hold on to a pole.
- Pick up an item. (Discard an item by pressing the Y Button or Attack + Action Buttons simultaneously.)
- Throw an item (at an opponent by pressing the Attack Button, in any direction by pressing the Action Button).



## ITEMS

Move near a treasure box to make various items pop out.

**BAZOOKA** - Attack from a distance.

**WORD** - Use its long reach.

**BOMB** - Explodes when its timer reaches zero.

**UMBRELLA** - Fall slowly by holding the Jump Button.

**SHACKLES** - Lower opponent's jumping ability.

**ICE STAFF** - Freeze opponent.

**SKATEBOARD** - Move faster.

**CAKE** - Recover your health.

Hint: There is a lot more items to find!

## TIPS

### UTILIZE A WALL!

Move the Analog Thumb Pad/D-Button/Joystick toward a wall and press the Action Button to attack using the wall as a springboard.

### DODGE OPPONENT'S ATTACKS!

Move the Analog Thumb Pad/D-Button/Joystick in any direction the moment an opponent attacks.

### CATCH!

Catch an object thrown at you by pressing the Action Button at just the right moment.

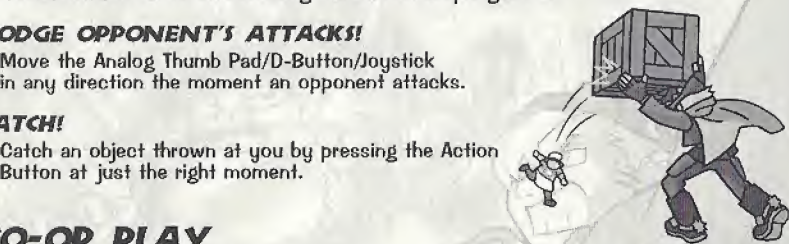
## CO-OP PLAY

### HELP YOUR PARTNER!

When a character's vitality runs out, a Help condition occurs. Get close to a Help character and press the Action Button to give that character some of your vitality until time runs out. A weak character not helped in time will be defeated.

### CO-OP ATTACK

Press the Action Button near your teammate to perform a Cooperation Attack. If this connects, it also breaks the opponent's power change.





## ITEM SHOP

Sell, buy items and mix items to create a new item. Mel, a clerk of the shop will guide you. (Press the X Button to see a list of controls.)

### HOW TO MIX ITEMS

Create new items by mixing Item and Material Cards (plus an Essence Card if you wish) acquired in Adventure Mode. You can mix two Item Cards, two Material Cards, or one of each. New items you create are saved to a VMU and become available for other game modes.

### MATERIAL CARDS

Get Material Cards in Adventure Mode. You can create a new item by mixing two Material Cards.

Example: Mix IRON and OIL.



### ESSENCE CARDS

If you include an Essence Card in the mix, a special change may sometimes happen.

Example: Mix IRON and OIL with AFFECTION.

### HINTS

- Surprise Cards may cause a special mutation to a mixture.
- Copy Cards increase the number of items created by a mixture.
- A mixture can fail (you lose the items you used for the mixture).
- Listen to Mel's advice when mixing items.

## SHOPPING

Buy items with gold you have acquired in the Adventure Mode. You can also sell your items. The items you can buy will change depending on various conditions. Some items are only available in special places!

## CONVERSATION

Talk to Mel and find out details about the airship. You can also give her presents and play Mini Games.

### PRESENTS

- Flower - Mel's favorite flower.
- Book - Many kinds of books exist in which secrets about mixtures are written. If you give Mel a book, you will be able to create a new mixture. When you are stuck, this may give you a clue!

### PLAYING MINI GAMES

If you fail in a mixture, you get a coupon as a consolation prize. When you get enough coupons, you'll be able to play Mini Games.

- You can get some items by playing Mini Games.
- Some items are only available in Mini Games.

### ITEM BOOK

The items you acquired are listed in the Item Picture Book. You can read about the items and mixture recipes. You can also save your Item Book data to a VMU (see page 7). Can you fill all the pages?

### MINI ITEM BOOK

Press the A and B Buttons at the VMU Title screen to open the Mini Item Book and check all the items you have. Items are shown in two screens. Press the VMU Directional Button  $\uparrow/\downarrow$  to switch screens.



## DECORATION ITEMS & HANDY ITEMS

In the Fitting Room, try on Decoration Items you have acquired, such as a hat, rabbit ears or boxing gloves. Save your Decoration Items to a VMU (see page 7). After you save, the character you chose will appear wearing the Decoration Item(s). Be sure to turn on VMU ITEMS in Option Mode to use this feature.

If you register the items you have as Handy Items, you can take your VMU to your friend's house and use the items there.

- Register - You can register up to five Handy Items and four Decoration Items. Choose the items you want to register and press the A Button.
- Delete - Delete a registered item.
- Check - Check an item.

When a VMU with Handy Items is connected to your Dreamcast, a VMU Box will appear during play. If you get close to the box, Handy Items will come out. There will be a 1P, 2P, 3P or 4P mark on a VMU Box. Only the player of that number can open the box.

Note: You can use Handy Items in Arcade Mode and Original Mode. Turn on VMU ITEM in Option Mode to make them available.

## EXCHANGING AND GIVING ITEMS

Exchange or give items by connecting two VMUs.

To exchange items, select ITEM EXCHANGE on both VMUs, and choose an item to exchange. When the message "Please Connect" appears, connect the VMUs.

To give or receive an item:

- Sender - Choose PRESENT. When asked "Give a present?" choose YES, then choose an item to give.
- Receiver - Choose PRESENT. When asked "Give a present?" choose NO. When asked "Receive a present?" choose YES, then choose an item to receive.

After doing the above on both VMUs, connect the VMUs.

**IMPORTANT:** Do not disconnect VMUs while exchanging data.

- 
- Tell us about yourself:
    - Who purchased this game?  
 Male  Female \_\_\_\_\_ Age \_\_\_\_\_
    - Who plays this game the most?  
 Male  Female \_\_\_\_\_ Age \_\_\_\_\_
    - Which systems do you own?  
 PlayStation 2  Sega Dreamcast™  
 Microsoft® 6  Sega Genesis™  Super® NES  
 PC CD-ROM  Mac CD-ROM
    - Did you rent this game before purchasing it?  
 Yes  No
    - Where did you purchase this game?  
 Store  Mail Order  
 Software Specialty  Online
  - How did you hear about this game?  
 Friend  Sign Board  Magazine Ad  TV  Game Review  
 Newspaper  Internet  Demo  Packaging  Rental  Other \_\_\_\_\_
  - Which publications do you read regularly?  
 EGM  Game Fan  Game Pro  Next Generation  PSExtreme  
 D.P.M. - Official PlayStation Magazine  P.S.M.  Game Informer  
 Gamers Republic  Nintendo Power  Tips & Tricks  Other \_\_\_\_\_
  - Do you have access to the online services of the Internet?  
 Yes  No  AOL  CompuServe  Other \_\_\_\_\_  
 Yes  No  <http://www.easpon.com>
  - What was the main reason(s) player purchased the game?  
 Gameplay  Box Design  Graphics  Recommended  
 Gift  Played Before  Price  Screen Shots  Demo  
 Yes  No
  - Would you like for us to send you information on upcoming products?  
 Yes  No

## DECOR

In the ears c  
save,  
turn o

If you friend

- Reg  
Chc
- Delc
- Che

When during  
2P 3P

Note:  
in Opf

## EXCHA

Excha

To exc  
to exc

To giv

- Ser  
thei
- Rec  
Wh

After

IMPOI

REGISTER ONLINE AT <http://reg.capcom.com>

Name \_\_\_\_\_  
Age \_\_\_\_\_  
Street Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_  
E-Mail Address \_\_\_\_\_  
Phone \_\_\_\_\_

Capcom's use of the information on this card is detailed on the Capcom Privacy Policy on the back of this card or at <http://www.capcom.com>. If you are under 18 years old, please have your parent or legal guardian read the Capcom Privacy Policy and sign the Parental Consent on the back of this card. Your data will not be sold and will be returned unless your parent's or legal guardian's approval is complete.

Return this card completely filled out so we can automatically enter you into our monthly drawing for a FREE VIDEO GAME! PLUS we'll send you the LATEST AND GREATEST NEWS regarding CAPCOM products!

### POWER STONE™ 2 REGISTRATION CARD

## RED WHIRLWIND

### FALCON

While traveling across the Atlantic Ocean to his hometown, London, Falcon's airplane *Hockenheim* is caught in a mysterious dark cloudbank and loses control. Someone's shadow flickers between the clouds in the lightning for a moment. When the clouds part, a gigantic floating castle appears.

"This must be the mysterious castle my father told me he had seen once... Good. I was getting bored!"



#### CHARACTERISTICS

Falcon is a balanced fighter with neither outstanding strengths or weaknesses. Use double-jump to win control of the air.

#### POWER DRIVE

POWER MISSILE

#### POWER FUSION

POWER ROCKET – ATTACK + JUMP  
POWER EXPLOSION – ACTION + JUMP

## SCORCHING BEAUTY

### ROUGE

"How ominous...!" Rouge opens her eyes wide and stares at the shadow that has just broken her crystal. More than anything, she can't stand having her occupational tools broken. She meditates and tries to send her force of will into the Power Stone.

"Take me there...!" When she opens her eyes, she is inside the floating castle that people have talked about. "I feel it ... the origin of the ominous shadow is here!"

#### CHARACTERISTICS

Though her normal attack and defense abilities are relatively low, Rouge's flame attacks have long range and inflict severe damage. She runs faster and jumps higher than many of the other fighters.

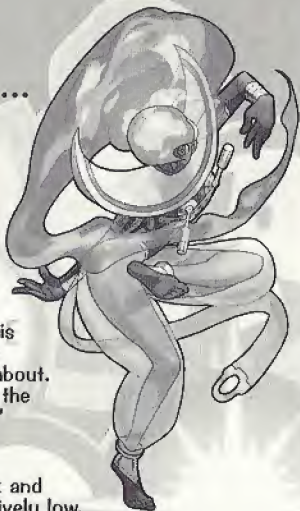
#### POWER DRIVE

SIGH OF HELLFIRE

#### POWER FUSION

FIERY TRAP – ATTACK + JUMP

SUMMON GIANT – ACTION + JUMP



## AGILE DRAGON

### WANGTANG

While training in the mountains in the town of Tong-Ang, WangTang is surprised by a huge shadow moving across the sky. It is a gigantic floating castle.

"Maybe this is the final trial that my teacher was talking about?" When WangTang enters the castle, he feels the sharp tension he expected.

"Ok! I'm gonna finish my training!"

#### CHARACTERISTICS

WangTang's merit is outstanding agility. His successive moves don't allow opponents to catch their breath. He is excellent at special actions such as wall-climbing.

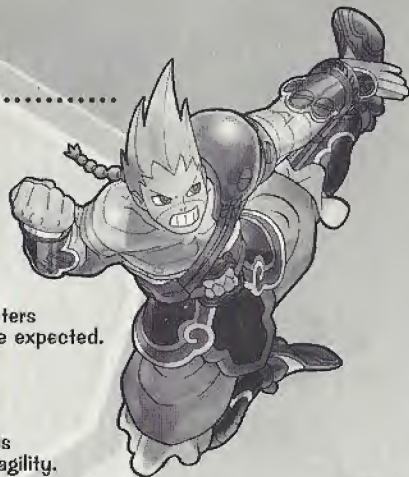
#### POWER DRIVE

DRAGON FANG BOMB

#### POWER FUSION

BIG DRAGON BALL – ATTACK + JUMP

DRAGON DANCE – ACTION + JUMP



# MASTER SWORDSMAN

## RYOMA

Ryoma has finally obtained a legendary sword. He enjoys the moonlight reflecting on its edge, which cuts through iron like tofu. Suddenly, a light bounces off the sword's edge and shines on the huge shadow of a floating castle between the clouds. Ryoma's body flies up in the air.

"Is this sword ... guiding me to evil? Anyway, this is a good chance to give it a try."

Ryoma goes up to the castle, guided by the light of the sword.

"Whatever enemy is waiting, I'll slice it to pieces with this!"

### CHARACTERISTICS

Thanks to his katana, Ryoma has a long reach, but is open to attack if he misses his target. His attacks after Power Change are extremely powerful.

### POWER DRIVE

RAIJINKEN

### POWER FLUSION

MIDARE ZANTOU – ATTACK + JUMP

TENCHI RYOUUDAN – ACTION + JUMP



# CHERRY BLOSSOM DANCER

## AYAME

While traveling with her troupe, Ayame receives a letter from her master telling her to come back.

"Did master discover the stone was fake?" To avoid being arrested, she decides to find a real Power Stone and turn it over to the master.

"Please wait until I find a stone. I know something!" She takes off alone to find a rumored treasure in the flying castle.

### CHARACTERISTICS

Ayame's attack power is low and she is weakest when throwing heavy objects. To compensate, she runs more quickly than most other fighters.

### POWER DRIVE

FLOWER SHURIKEN

### POWER FLUSION

100 FLOWER BLOOM – ATTACK + JUMP

100 FLOWER POWER – ACTION + JUMP



# HEAVY TANK

## GUNROCK

Gunrock is bored with his everyday life. One day, he hears about a floating castle. They say it guards an ultimate treasure that no one has ever seen.

"I must get the treasure!" A few days later, the floating castle emerges from the clouds as the rumors foretold. Gunrock gets into a huge cannon, points it toward the castle ... and fires!

"Wait for me! All the treasures in the world will be mine!"

### CHARACTERISTICS

Gunrock is a power fighter with a huge body. Though slow, his power outweighs the weakness. Thanks to magnificent strength, he is better at throwing objects than any other warrior.

### POWER DRIVE

GUN GUN ROCK

### POWER FUSION

ROCK 'N' ROLL – ATTACK + JUMP

EARTHQUAKE – ACTION + JUMP



# MAD CLOWN

## JACK

"I want more shiny blades! I want to slice ... and dice!"

Jack's wish increases after obtaining the Power Stone. As if in response to his desire, he hears a strange voice one night. "A mysterious castle will emerge at the next full moon. It is filled with shiny treasures."

Jack is happily absorbed into the floating castle without knowing it's an invitation from the dark.

### CHARACTERISTICS

Unpredictable, mysterious, rapid moves are Jack's strength. However, his attacking power is weak. Confuse opponents with tricky moves!

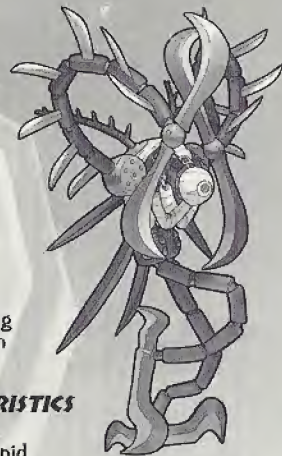
### POWER DRIVE

ROUND

### POWER FUSION

KILLER DANCE – ATTACK + JUMP

MISERY RAIN – ACTION + JUMP



# PROUD EAGLE

## GALUDA

Galuda was just happily married to the chief's daughter in their village, and they are on their honeymoon. On their comfortable trip in the airship *Royal Heaven*, Galuda's wife looks out of the window.

"What is that castle?" At that moment, the airship is shaken hard and they are thrown out through a window. Galuda loses consciousness.

"Where is this?" When Galuda wakes up, he finds himself in the castle. He must find and save his wife!

### CHARACTERISTICS

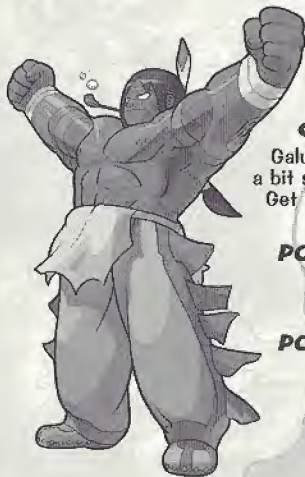
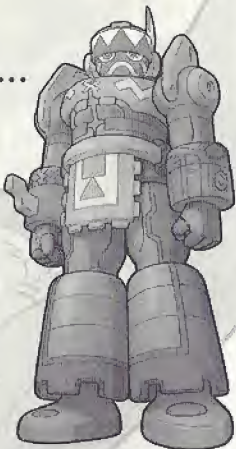
Galuda's offensive and defensive abilities are high. Though a bit slow, he doesn't have any other notable weaknesses. Get close to an opponent and aim for powerful throw moves!

### POWER DRIVE

HEAVEN'S CRY

### POWER FUSION

LIGHT OF VENGEANCE – ATTACK + JUMP  
POWER EXPLOSION – ACTION + JUMP



# INVENTION BOY

## PETE

A toy box lays in a corner of a room in a house in the country. Suddenly a doll with flashing lights pop out. "Finally! I can move!" The doll's name is Pete. He has a shiny Power Stone on his chest.

The owner's wish has come true with its power. "My dream is ... to surprise everybody with my great inventions!" Pete jumps out the window and flies into the air.

### CHARACTERISTICS

Pete's reach is short, but he can attack very rapidly once he gets within attack range. Use his small body and quickness to dodge opponents' attacks. He becomes extremely powerful after Power Change.

### POWER DRIVE

ENERGY SHOT

### POWER FUSION

TOY PARADE (GROUND) – ATTACK + JUMP  
PROPELLER DREAM (AIR) – ATTACK + JUMP  
ELECTRIC SPHERE (GROUND) – ACTION + JUMP  
ELECTRIC PILLAR (AIR) – ACTION + JUMP



## SECRET GRACE

### JULIA

Julia is the only daughter of the historic Whitepearl family. Behind her tender, elegant face lies a wild personality.

Her parents thought the Power Stone would calm her down, but one day her wild impulses drive Julia into running away with the Power Stone. When she comes to her senses, she is somewhere completely strange.

"I don't know what happened, but I must get out of here and go home!"

#### CHARACTERISTICS

Julia flies gracefully with her umbrella and attacks from the air. Though she is usually gentle, she becomes extremely aggressive after Power Change. Nobody can stop her attacks!

#### POWER DRIVE

SLAVE OF LOVE

#### POWER FUSION

QUEEN'S MISCHIEF – ATTACK + JUMP

MERRY-GO-ROUND – ACTION + JUMP



## EVIL CHEF

### GOURMAND

Gourmand is head chef on the luxurious airship *Royal Heaven* which cruises around the world. Secretly, he is a ravenous chef who will do anything for rare delicacies. One day, he learns about the mysterious existence of a flying castle.

"Does it have totally new food dishes?" Conveniently, a huge shadow falls across his airship and shakes it hard. Gourmand jumps ship with his kitchen knife and frying pan.

"This is my lucky chance!"

#### CHARACTERISTICS

Gourmand has decent power despite his paunchy look. He has the longest reach of all fighters, thanks to his kitchen knife and frying pan. His attacks after Power Change are very powerful and have long range.

#### POWER DRIVE

FALL ETANSEL

#### POWER FUSION

CHEF DU FRANMU – ATTACK + JUMP

PLAT DU RESISTANCE – ACTION + JUMP



# VAGABOND GUNMAN

---

## ACCEL

When I regained conscious, I was here. My name is Accel. I am a skilled gunman. I was ambushed by rough gangs in my town. They roped my body to a balloon and flew it like a kite. I lost consciousness.

Now there is a mysterious shiny stone in my hand. What is it? It sets my blood racing and boosts my sense of justice. I must get out of here, to let them have my bullets of justice.

### CHARACTERISTICS

High basic abilities and dual guns are Accel's strength. He can shoot opponents at a distance using a wall or pole. After Power Change, Accel's speed is the fastest of all warriors. No one can keep up with him!

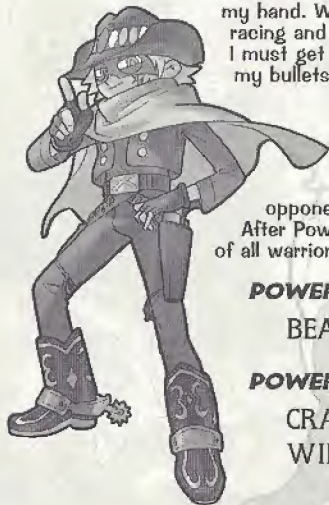
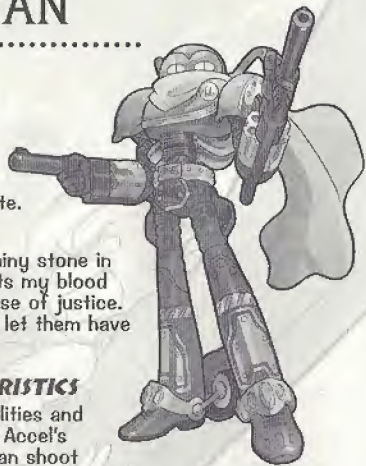
### POWER DRIVE

BEAT ASSAULT

### POWER FUSION

CRAZY REVOLVER – ATTACK + JUMP

WILD BUZZSAW – ACTION + JUMP



# WALKING FORTRESS

---

## PHARAOH WALKER



## CORRUPT EMPEROR

---

## DR. ERODE







## TAKE IT TO THE EDGE. CAPCOM EDGE.

COLLECT CAPCOM EDGE PROOF-OF-PURCHASE POINTS EVERY TIME YOU BUY ANY SPECIALLY MARKED CAPCOM GAME TO EARN AMAZING GEAR LIKE SHIRTS, GAMES OR EVEN A PORTABLE CD PLAYER! PLUS, YOU'LL BE ABLE TO WIN QUARTERLY SWEEPSTAKES WITH KILLER PRIZES - LIKE YOUR OWN SIGNATURE SIZE ARCADE MACHINE.

## DON'T FIGHT IT! SIGN UP TODAY.

JUST COMPLETE THIS ENTRY FORM OR SEND A 3X5 CARD WITH YOUR NAME, ADDRESS, PHONE NUMBER AND DATE OF BIRTH, AND PARENT'S SIGNATURE (IF UNDER 18) TO:  
CAPCOM EDGE 475 OAKMEAD PARKWAY, SUNNYVALE, CA 94066

Offer valid 9/1/99 to 1/31/01. Maximum 2 awards per name and/or address. To claim awards send a completed prize redemption form, Capcom Edge or Fighters Edge proof of purchase points (or original UPC codes) and shipping and handling fees to Capcom Entertainment (see [www.capcom.com](http://www.capcom.com) for complete details). Award merchandise is subject to change and subject to availability while supply lasts. Allow 10-12 weeks for delivery. Items may be shipped separately. Extra points on orders will not be refunded. Points cannot be transferred or sold to another party for use for any other purpose. Capcom Edge points cannot be redeemed for cash. Capcom Entertainment may cancel, rescind or extend this offer at any time. Points are subject to verification. Only original Capcom Edge or Fighters Edge proof of purchase points or original UPC codes are valid from retail packages or from authorized Capcom Edge or Fighters Edge certificates. No reproductions allowed. Points valid only once per game purchase per person. The Capcom Edge program is valid only with current Capcom and Fighters Edge games. Those under age 18 must have parent or guardian signature to participate. The Capcom Edge program is operated by Capcom Entertainment and is open to residents of the United States and Canada excluding Quebec. Fraudulent claims will be voided. Proof of mailing does not constitute proof of delivery. Capcom is not responsible for lost, incomplete, damaged or illegible claim forms. Certified mail is recommended for orders. Sweepstakes winners will be determined in a random drawing from registered Capcom Edge members. No purchase necessary. Odds of winning depend on number of registered Capcom Edge members. Sony Computer Entertainment America, Nintendo of America and Sega of America are in no way affiliated with this program. Employees of Capcom Entertainment, its agencies, vendors and their immediate family members are not eligible for this offer. All decisions of Capcom Entertainment on all matters relating to this promotion are final. Recipients agree that awards are presented on the condition Capcom Entertainment, Sony Computer Entertainment America, Nintendo of America, Sega of America, their affiliates, subsidiaries, divisions or related companies, have no liability whatsoever, for any damages, injuries, losses or expenses of any kind resulting from acceptance, possession or use of the award. Award recipient is responsible for any and all Federal, State and local taxes if necessary. Offer is only good in United States and Canada excluding Quebec. Void where prohibited by law. Other restrictions may apply. All orders must be postmarked by 1/31/01.

© CAPCOM CO., LTD. 2000. © CAPCOM U.S.A., INC. 2000. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. CAPCOM EDGE is a trademark of CAPCOM CO., LTD.

# CAPCOM

[www.capcom.com](http://www.capcom.com)

### CREDITS

Manual Design: Hanshaw Ink & Image; Marketing: Todd Thorson, Sean Mylett, Robert Johnson; Creative Services: Jennifer Deauville and Marion Clifford; Package Design: Michi Morita and Jamie Gibson; Translation: Masayuki Fukumoto; PR: Melinda Mongelluzzo, Matt Atwood and Carrie Megeny; Special thanks to: Customer Service, Tom Shiraiwa, Miki Takano, Bill Gardner, Robert Lindsey, Neal Robison and Mark Galarnneau.

### 90-DAY LIMITED WARRANTY

CAPCOM ENTERTAINMENT, INC. ("CAPCOM") warrants to the original consumer that this Sega Dreamcast GD-ROM ("GD-ROM") from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the GD-ROM free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (408) 774-0400. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday.
2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the entire GD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your GD-ROM certified mail. Please include your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM  
Consumer Service Department  
475 Oakmead Parkway  
Sunnyvale, CA 94066

This warranty shall not apply if the GD-ROM has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

### REPAIRS AFTER EXPIRATION OF WARRANTY

If the GD-ROM develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective GD-ROM to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money for \$20.00 (U.S. funds only) payable to CAPCOM. We recommend sending your GD-ROM certified mail. CAPCOM will replace the GD-ROM, subject to the conditions above. If replacement GD-ROMs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

### WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH

POWER STONE 2  
20 PTS.



POWER STONE 2  
20 PTS.

HEREIN, IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages; so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc., P.O. Box 7839, San Francisco, CA 94120.

SEGA



POWER STONE 2

NAME

ADDRESS

CITY

PHONE NUMBER

DATE OF BIRTH

PARENT'S SIGNATURE (IF UNDER THE AGE OF 18)

For information on Capcom's Privacy Policy visit: [www.capcom.com](http://www.capcom.com)

STATE

ZIP CODE

POWER STONE 2